Architectural Exhibition

Ostuni Outside The Walls

curated by

KTH Royal Institute of Technology, School of Architecture
Osquars backe 5, 100 44 Stockholm

Corsaro Architetti
Ostuni Municipality

graphic design

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KTH School of Architecture in Stockholm offers ten studios at master level. Master Studio 4, led by senior architects Ori Merom and Dr. Charlie Gullstrom, is a platform for architectural investigations closely connected to research. The studio seeks to push the boundaries of what architecture is, by exploring what architecture can be. We choose design themes that relate to actual and ongoing research and invite our students to discuss how architecture, both as a profession and a discipline, is affected by recent developments in, for example, social changes, communication technology and sustainable design.

In this particular exhibition, our students show their results from a design course in which they explored the surroundings and urban complexities of Ostuni in Puglia. Like many Mediterranean shores, southern Italy has been exposed to cultural clashes since the beginning of our civilisation. Addressing these contrasts, the studio studied the Valle d'Itria at depth, by exploring a region of great historic and architectural interest and where pearls of ancient cultures are packed within the clear framing of city walls. The Apulian dilemma is how to develop a contemporary society outside the city walls, in ways that also preserve historic interests. Outside the city walls, new structures have contribute a conglomeration of chaos and our explorations showed how ancient urban structures are confronted with new suburban network of villages, agricultural facilities, housing, tourism and infrastructure. Today, society is changing rapidly, creating an almost extreme environment. Adding to the above, tourism has increased dramatically in recent years. Our exhibition presents a selection of viable architectural solutions to this extreme and changing town – outside of its existing city walls.

To launch the course, the studio travelled to Ostuni in October 2015 and have since collaborated with the local architects Corsaro Architetti, through Daniele Corsaro and Giovanni Blasi; as well as the landscape architect Tommaso Giorgino and, throughout, with the generous support of the Administration of the town of Ostuni. As a result of these collaborations, the students proposals for a sustainable urban and revitalised cultural development are exhibited in the town hall of Ostuni 24-27 June 2016.

Finally, we want to acknowledge our industry partners for their valuable input to our teaching in this course: NCC Construction Ltd, Corsaro Architetti, Pang Architects, Scheiwiller Svensson Architects, as well as the Administration of the town of Ostuni, with special thanks to the Mayor Gianfranco Coppola.

We hereby proudly invite you to the exhibition of our students' works. Enjoy!

Ori Merom, Charlie Gullström
Master Studio 4 teachers 2015/2016

Marloes Dijkink | Guilherme Belo | Axel Jogefalk | Federico Sforzi | Mariana Paschidi | Jean Philippe Guignard | Florian Spann

Matilda Andersson | Michelle Yates | Joakim Wadenholt | Arthur Salonen | Noa Ericson | Marlene Gratzer | Mårten Kyrklund

Lisa Melin Wenstrom | Emilie Naslund | Barbara Gensler | Beatriz De Uña Bóveda | Camilla Morfeldt | Hjalmar Stenlund | Jakub Kolec

Jack Phipps | Åsa Rhodin | Ori Merom | Charlie Gullström Hughes | Daniele Corsaro | Giovanni Blasi | Tommaso Giorgino

CITY TO SOIL

GRÖNA LINJEN

LA LINEA BIANCA

THE FOOD STRIP

MEGAPOP

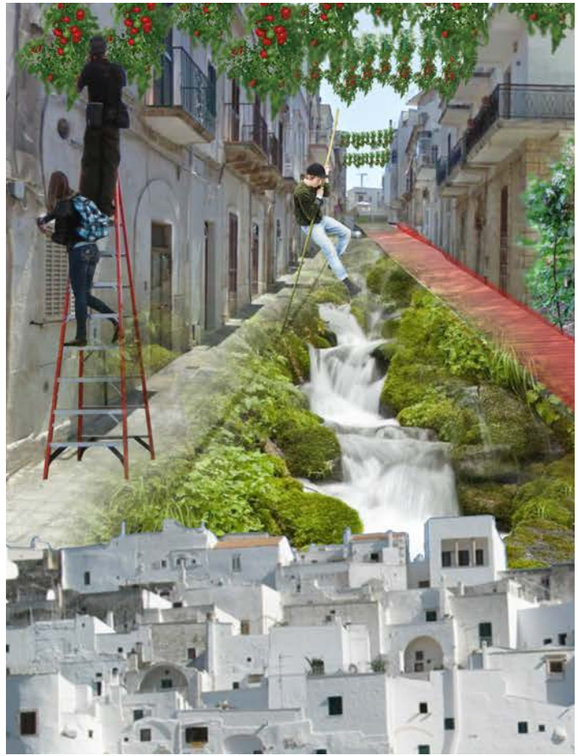
THERMAE GNATHIA

CLOUD O

CITY TO SOIL

Michelle Yates
Matilda Andersson

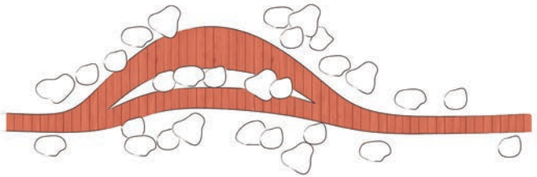
This is a competition that challenges entries to imagine how a network of pedestrian oriented spaces can provide improved connections between the urban areas neighboring Ostuni and the agricultural landscape in between them by drawing aspects of urban life out into the landscape while drawing elements of the region into the cities. By drawing greenery and edible plants into the urban context in a dramatic and space-defining way residents and visitors will confront the entire cycle of food production. The City to Soil Network aims to celebrate the entire process of food production. This means that water collection, growing, harvesting, and compost is visible and celebrated on the street. It draws aspects of the region into the city in the way of edible plants and landscaping it is equally important to draw residents out into the landscape where the large scale growing takes place.



KEY THEMES AND VALUES

THE RED ROAD

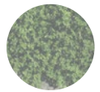
The Red Road is a consistent element that spans the entire length of the City to Soil Network. It should be made of a material that is durable and conducive to bicycling, jogging, and walking.



CITY TO SOIL

Example of how plants can add texture and vibrancy to an otherwise blank facade while collecting the rainwater falling from its roof

Screen

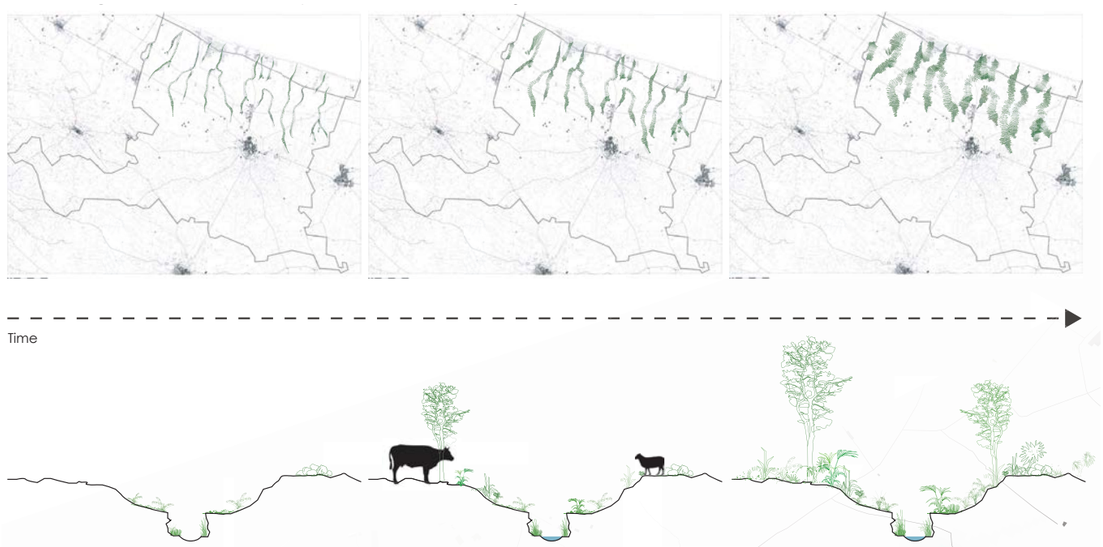


Softening walking surfaces

Providing shade, dividing space, defining height

Engaging vertical surfaces

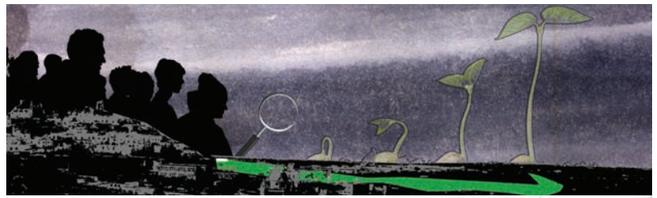
Personal expression

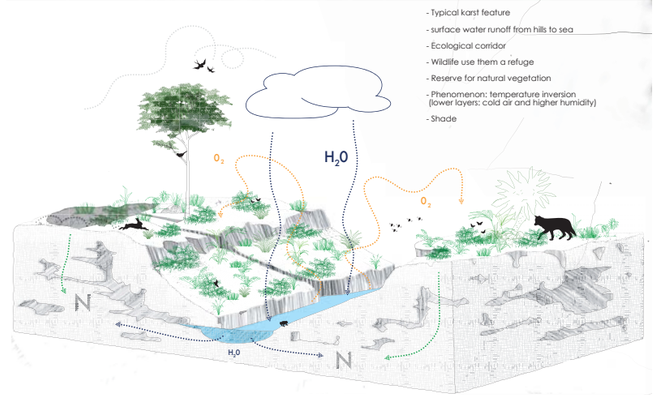


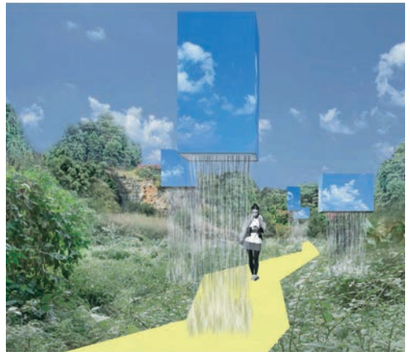
GRÖNA LINJEN

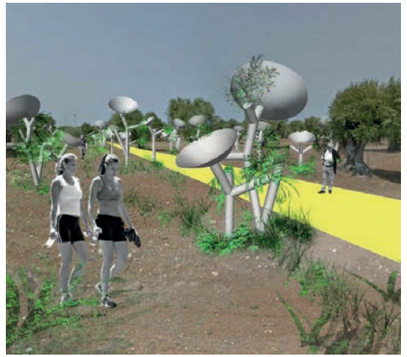
Marlene Gratzer|Mårten Kyrklund
Noa Ericson

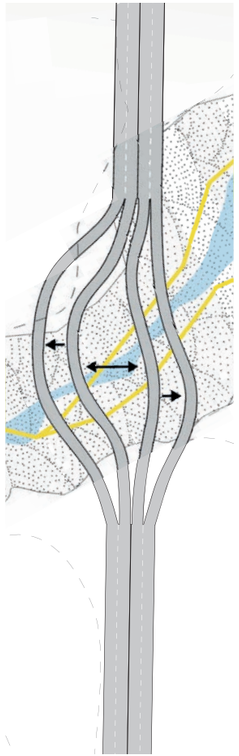
The natural ecosystem of Ostuni has been greatly reduced by human activity, such as deforestation, cultivation and grazing. Which has eliminated a large amount of natural plant communities.
Among the fragmented natural habitats we find the „lame". The lame are incisions in the karst made by moving water. The lame constitute, where they are still not degraded, environments characterized by its own ecosystem.
The fragmentation of these natural environments has produced patches of natural areas, surrounded by agricultural or human ecosystems, and the interruption of ecological networks and environmental continuity.
This resulting in the disappearance of natural areas with high biodiversity and also to the disappearance of many species of animals.
The loss of biodiversity has greatly reduced the number of natural predators of the leafhopper.
A boost of the environments ecological immune system must be prescribed. An imminent increase of biodiversity could stop the disease and save Olivia and the other olive trees from dying.
By using the ecological potential of the lame and letting them grow. The biodiversity would increase and thus saving the olive trees.
Connecting the city with the landscape Assesing the results from the project reboot.
Activate the grand Veiwpoint of Ostuni old town.
Creating a path down to the orchards and further towards the lame.







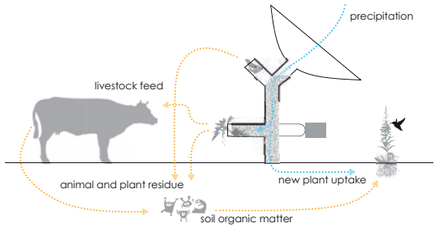


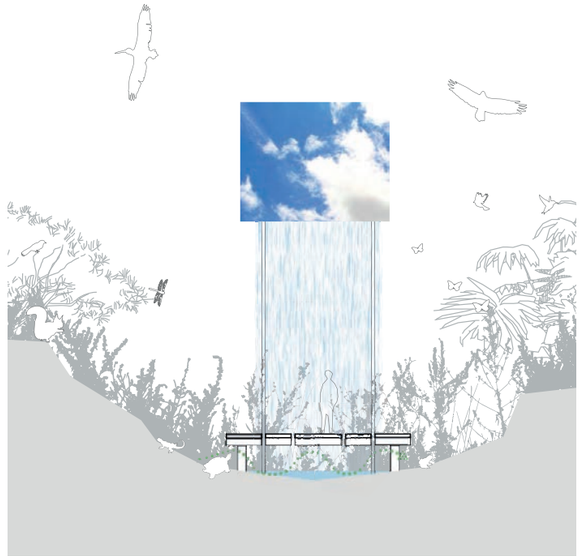


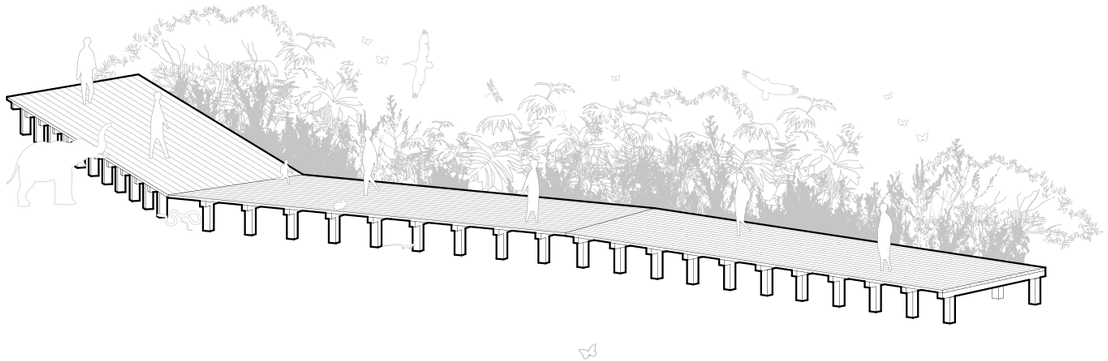
GRÖNA LINJEN

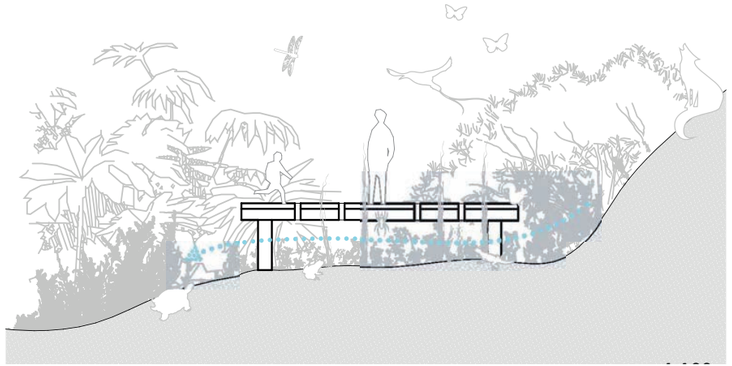
People can experience the blossoming of the lame on a walking path from the city to the sea. Via the secrets within the landscape, exposed by the incisions.
After removing the disrupting elements (small sheds, swimming pools, wells, abandoned houses, etc..) to enable the rejuvenation of the lame there are surgical wounds in the landscape.
Feel the cool air inside a new grotto. See the fish on the ocean floor Watch the groundwater when it's raining on a sunny day.

By collecting rain water and have plants in artificial tree trunks, trees are reintroduced where soil quality is poor as way to stich together and connect loose ends of the lame. The introduction of new plants species attract new animal species to the monocultural landscape and together they rejuvenate the soil quality for the lames to continue growing.









GRÖNA LINJEN

GRÖNA LINJEN

Strategies toward implementing a resilient Agraculture program:

- Connecting the city with the landscape Assesing the results from the project reboot.

- Activate the grand Veiwpoint of Ostuni old town.

- Creating a path down to the orchards and further towards the lame.

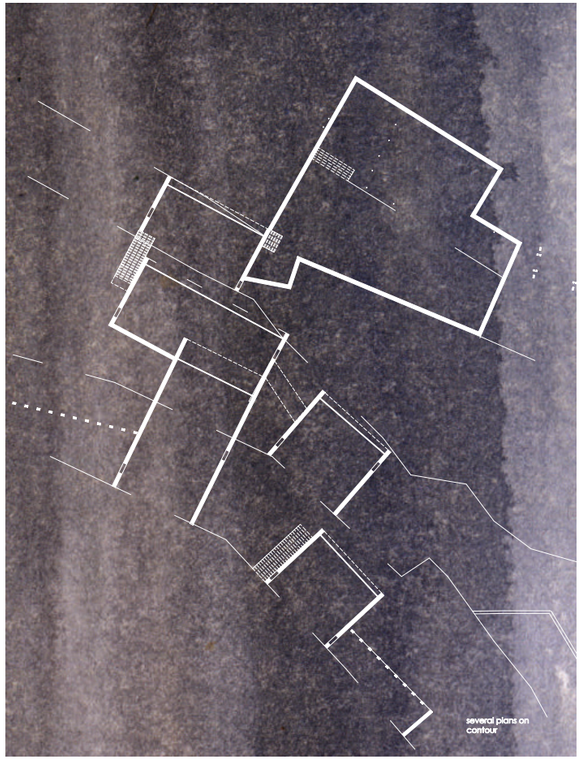
- Vitalise the terasses connecting local people to the opportunity of urban gardens close to their homes.

- Providing pollination to the whole region

- The bees following the project through the lames and polycultural landscapes.

Mediteranean holistic AG Research Centre Ostuni Programm:

Exhibition space 80 m2
Plant school, Greenhouses 200 m2
Earth laboratory 50 m2
Lecture hall 80 m2
Bee hive exhibition 30 m2
Slow food restaurant 80 m2



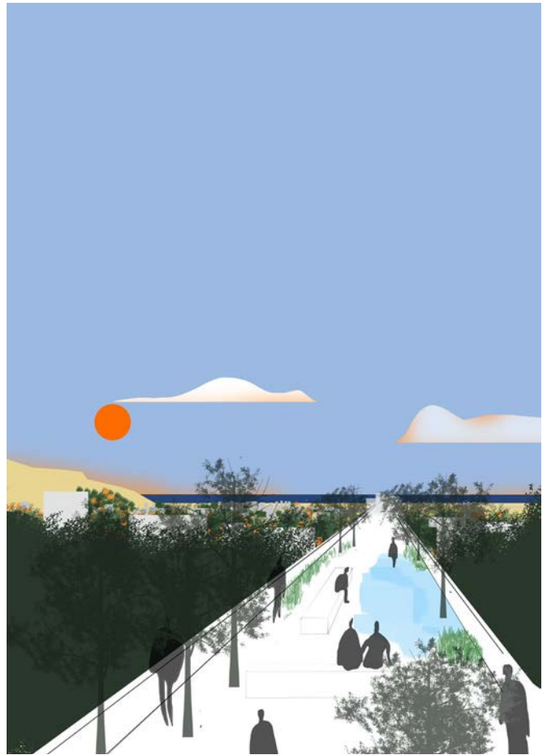
LA LINEA BIANCA

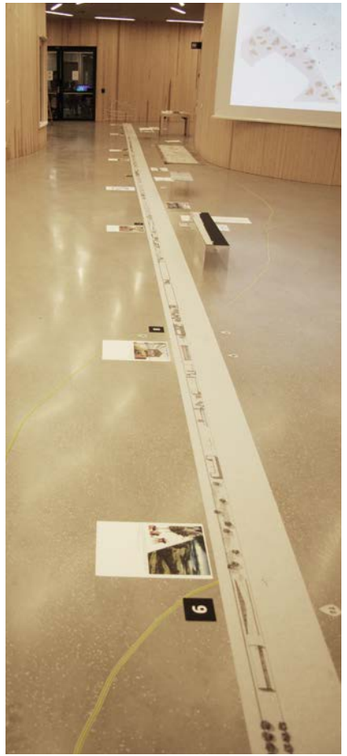
Jean-Philippe Guignard
Mariana Paschidi
Flo Spann

The main objective of the project is to link the old city center of Ostuni with the coast, which are separated by 7km of olive tree elds and the industrial area. The bridge is the most direct way to connect the city to the shore. Moreover, the white color is an important fact to visually extend the historical «white city» center above the landscape.

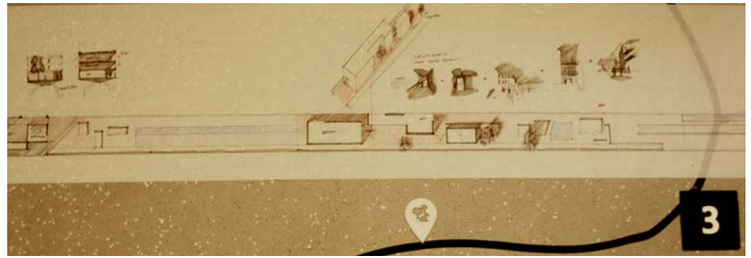
The project acts as a new linear city connected to scenic pathways on the ground level. These walking paths are smooth interventions, which merge into the existing landscape in contrast to the big gesture of the bridge. Each intersection between the two paths create a connection in the terrain and the users can choose to take either the fastest way or the slow path in order to reach any destination between the city and the harbour.

Inspired by the urban spatial sequences of old city centers, this project creates a common layer to link all the different parts of the territory and at the same time defines a walk through urban and natural areas. The facilities and cultural places all along the bridge will revitalize the area and create a cultural radiance that transforms Ostuni in an even more attractive core.

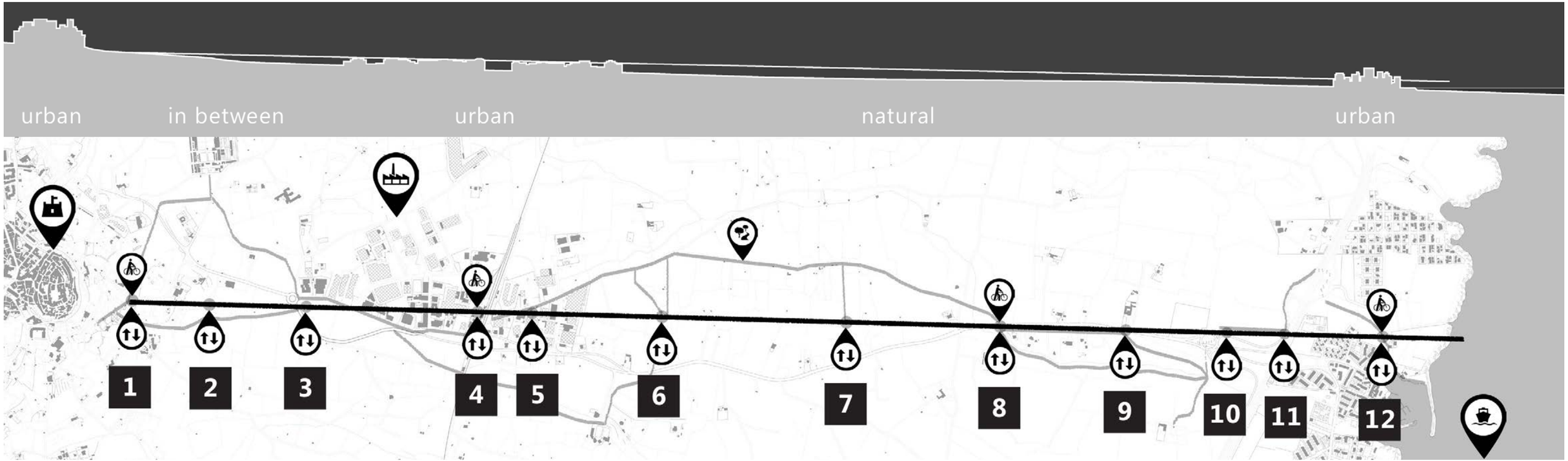




Photos of the presentation's materials



LA LINEA BIANCA



LA LINEA BIANCA

–I'm so excited to be at the new Aiweiwei exhibition!

–Yeah, the programme of this urban gallery is always excellent!

Skatepark | Exit 12

Water Promenade | Between Exits 6-7

–Lucia!! Let's go to the beach!!

–Andiamo Giacomo! But ony if we take the new bridge.
–Mmh... Maybe I should also take the bridge...

View of Ostuni from the bridge | Between Exits 5-6

Free-Activity Spaces | Exit 10

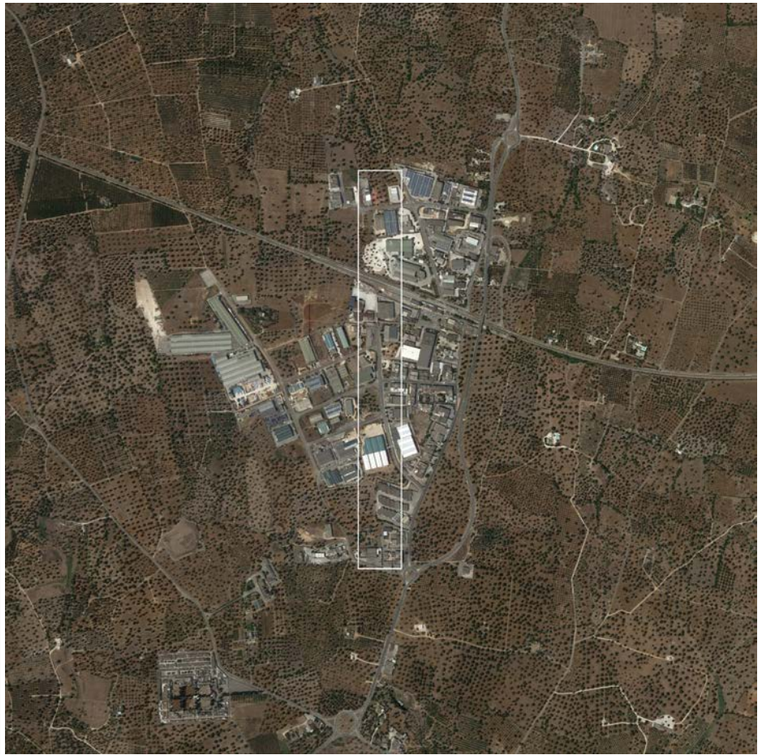
THE FOOD STRIP

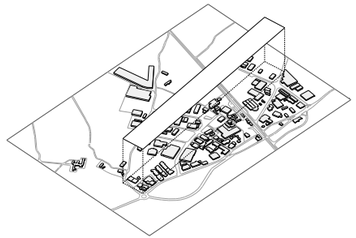
Marloes Dijkink
Guilherme Belo
Axel Jogefalk
Federico Sforzi

Developing Identity: an urban plan capable of strengthening the identity of the city of Ostuni.

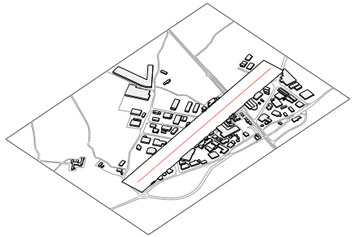
The decision was to work with the main resource of the city and the entire region: the local products. Apulia has always been known for the quality of its goods but nowadays they are sold, sent and branded with other different origins.
The idea to make Ostuni take over again the main role over its own products by showing them and their production and educating people to the importance of the food in the history and the growth of the region. This is realised by the creation of a big showcase, where all the goods produced by the farmers are gathered and exposed: The Food Strip.

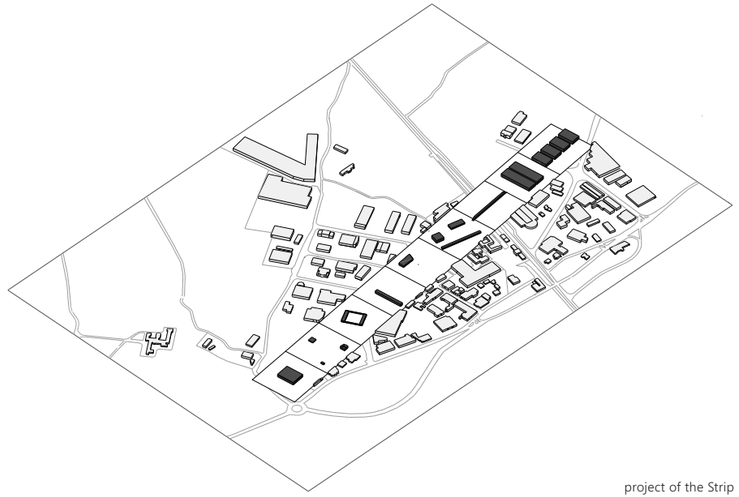
It was designed in the industrial area: a place with no identity but a high architectural potential and a strategic location.
Here The Strip, like a white canvas, works as strong sign. It draws new relations into the landscape, gives new meanings and reconnects the two parts of the area divided by the railway. A pedestrian path guides the visitors into the experience. Following the life of the local products The Strip is divided in three main area: production, experience and sale. Big perspectives, strong iconography, smells, flavours, tactile sensations were the basic elements in the design of The Food Strip.





definition of the area of intervention





project of the Strip

market

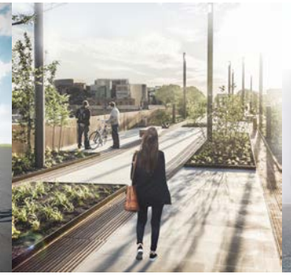
olive oil pavilion

cheese pavilion

wine pavilion

pasta pavilion

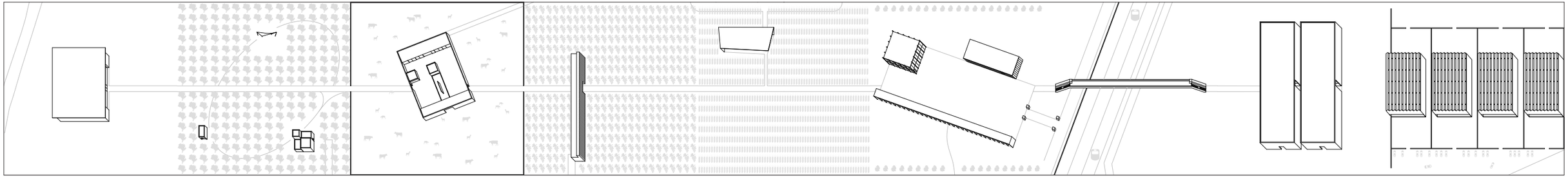
piazza



bridge

storages

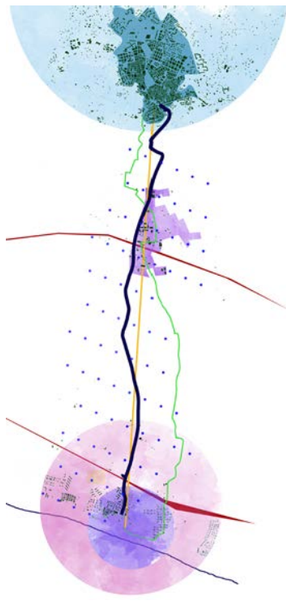
factories



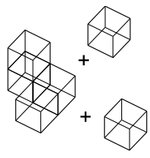
MEGA POP

Barbara Gensler
Beatriz de Uña Bóveda
Camilla Holm Morfeldt
Hjalmar Stenlund
Jakobus Kolec

Culture is value. In Ostuni they have all these things that are extremely trendy around the world right now, everything is locally produced and refined, the farmer works in a small scale and has many different crops, he takes his olives or grapes and bring it to the cooperative factory where he gets olive oil or wine back. What we thought that they needed for their culture would be a common place where they could all show their products or other cultural events. And that this place would be situated in the center of Apuglia, near the historical city Ostuni.
This would in return make Ostuni, which we have come to call a Pop Up City growing from 30 000 inhabitants to 100 000 once a year, a more attractive city to visit. Not only in august but also other months and weekends of the year, making the city more alive and attracting younger people to stay there not only in summer but throughout their whole lives.
This would both be branding the city as a city of culture and at the same time give local artists and producers a place to show their work.
The site we have chosen is the strip between Ostuni and its seashore. Both of them hold a great value for the region and by giving this in-between space a meaning we believe that we would strengthen the area as a whole. Our idea is to have these different events in this place to make the distance feel shorter. Along this stripe we have mapped out the different masserias, what they can provide the pop up spaces with is water and electricity.
In our project we want to propose architecture as event, dynamic and movable in contrast with the permanent architecture we are used to. We create a link between city and seashore that attracts people to move in between both of them. We decide to create two tracks to arrive to the sea shore from the city, the fast track and the slow tracks. The fast track reuses the main road that links this two parts and we propose it as a stages promenade, designed as different "episodes". We are interested in creating different open spaces, each one with its own particular atmosphere linked to the events taking place in the pop-ups proposed on the sides. The slow track, have been designed to link the rest of the pop-ups by bike lane that allow you to enjoy the scenery while you go from one to the other one and while you can get lost in nature.The repetition of the pop-ups will develop a recognizable image of the area, a new identity for Ostuni. It is about event, movement and space.
The Pop-ups allow events to take place which will create the movement of people from city to sea. They provide space to all types of activities. Nature and culture merge together.
We have also divided the area into different zones, showing where the most of the activity would take place during the year, and suggested different strategic points where the structures could be built. The activity points that we suggest that the installations would start to take place at are these ones on this path but our idea is that the structures and events would for each year get bigger and bigger spanning from the sea to the city.



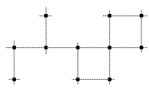
URBAN STRATEGY



SCALABLE

MODULAR

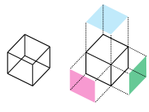
Beach cabin
Summer view



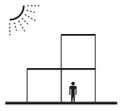
CONNECTORS

VIEWS

FRAGMENTATION



PERMANENT VS TEMPORARY

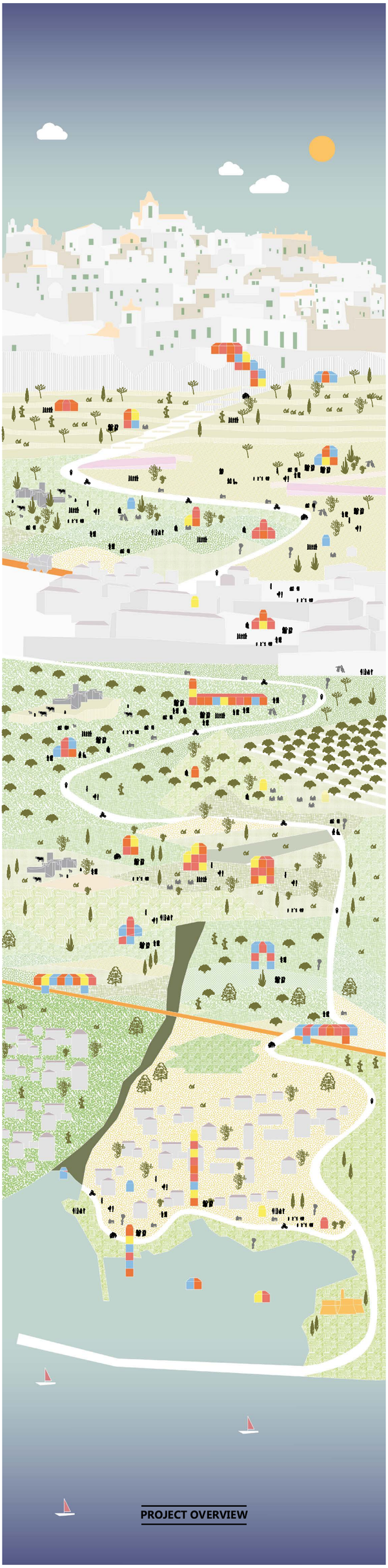


SHELTER

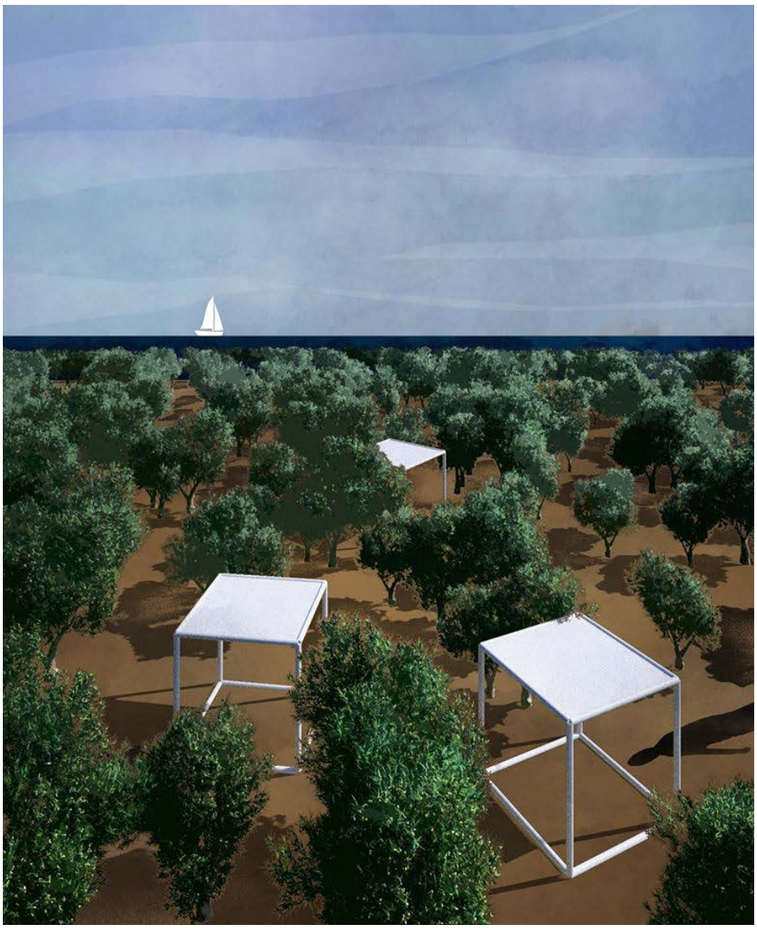
TYPOLOGY

Beach cabin squeleton
Winter view

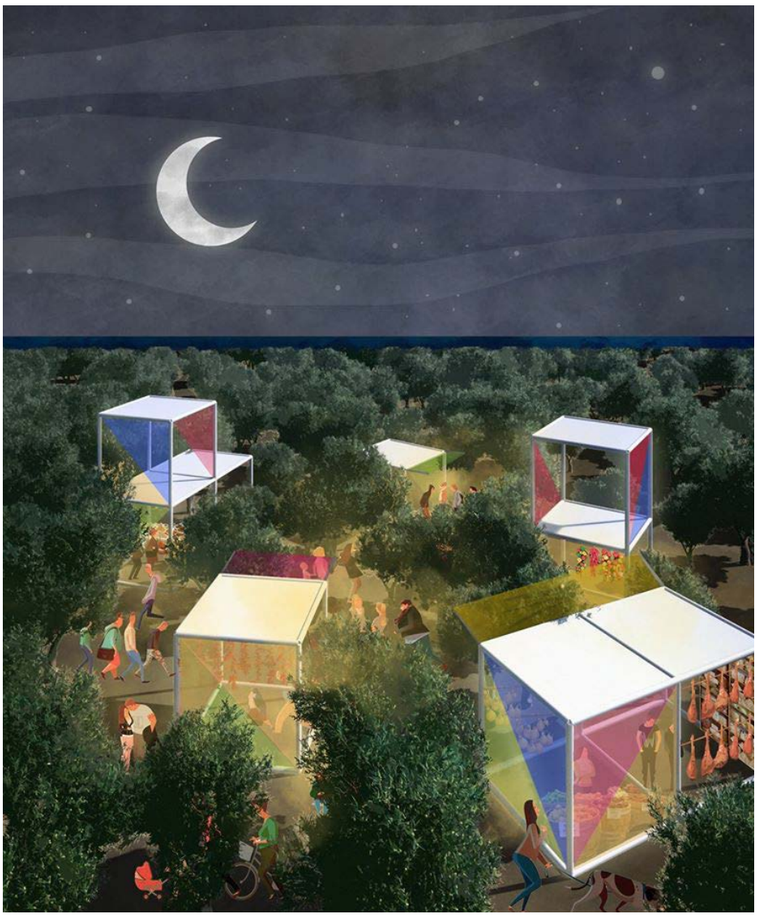
SITE PLAN



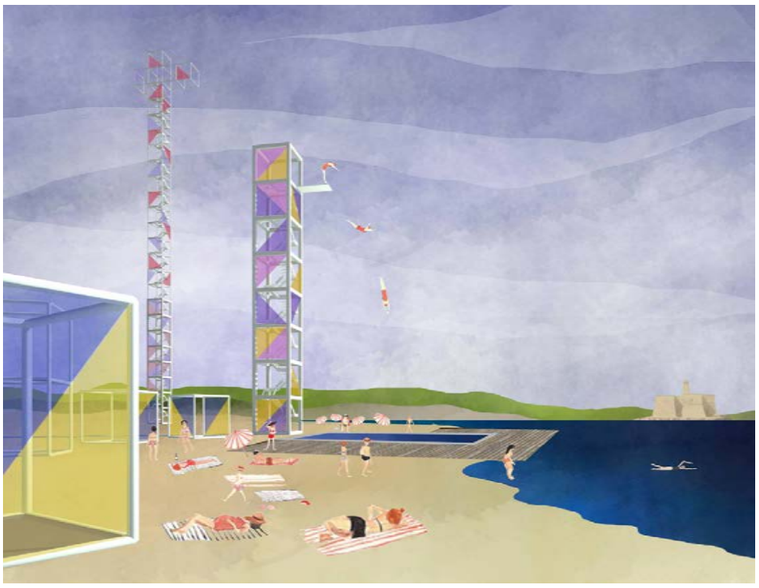
PROJECT OVERVIEW

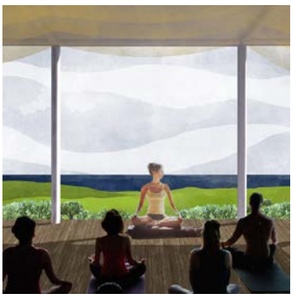


Market place-sculpture park
Day winter view



Market place
Night summer view





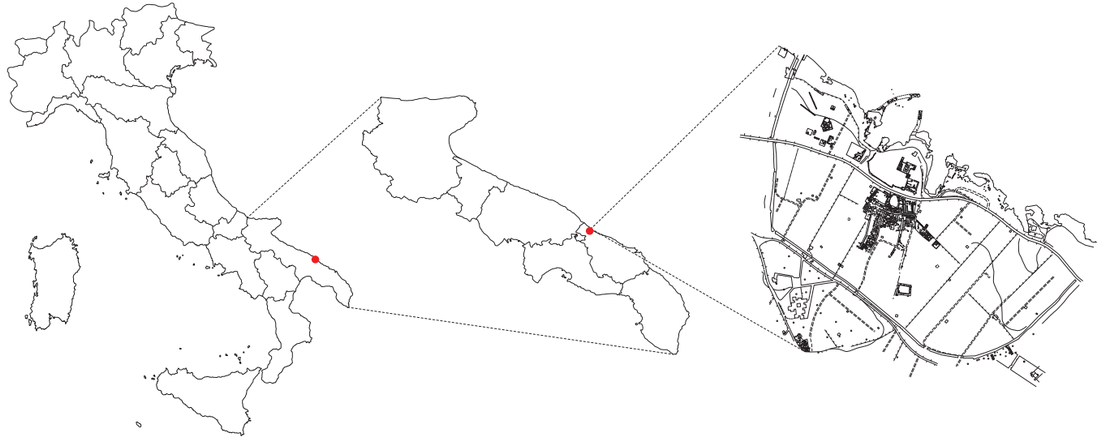
Beach towers summer and winter views
Yoga event interior view

Summer concert and winter color running views
Structure squeletons in the landscape view

Thermae Gnathia

Thermae Gnathia

Joakim Wadenholt & Arthur Salonen



Beside the ruins of the roman city of Scavi Di Egnazia a contemporary Roman bath is proposed.

The therme Gnathia is based on harmony and simplicity. It is silent architecture designed to stand still in time and give the visitor a strong sense of atmosphere. The phenomenological experience of the building is made clear by the experience of water in different temperatures. The concept for the design is derrived from the historical reference of an Roman Bath. The bath includes a Frigidarium (cool room), Tepidarium (warm room) and Calidarium (Hot room).

Thermea Gnathia is architecture made to be experienced by all the senses. The bathhouse creates a reinterpretation of history by a phenomenological approach - Instead of only relying on an aesthetic revival of a roman bath.

The thermae helps to eradicate the barrier of time that separates us from the past. The bather is introduced to a timeless dimension of a roman bath, by exposing his or her body to the ritual of bathing.

Path 01

Path 02

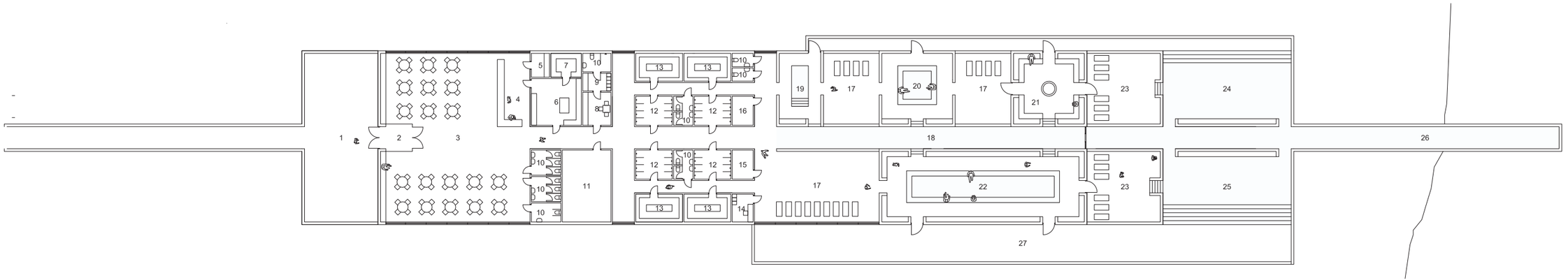
Rederected route
Strada Provinciale 90
(SP90

Parking

1 Museo Archeologico Di Egnazia

2 Escavation of old roman bath in
Scavi Di Egnazia

3 Thermae Gnathia



1. Outdoor Terrace
2. Entrence
3. Café
4. Reception

5. Storage
6. Kitchen
7. Storage for kitchen
8. Lunch room

9. Changing Room
10. Toilet(s)
11. Tech Room
12. Showers

13. Changing Room
14. Bath Attendants Room
15. Storeroom for Cleaning
16. Storage

17. Space with Sun Loungers
18. Water Corridor
19. Frigidarium (Cool Pool)
20. Calidarium (Hot Pool)

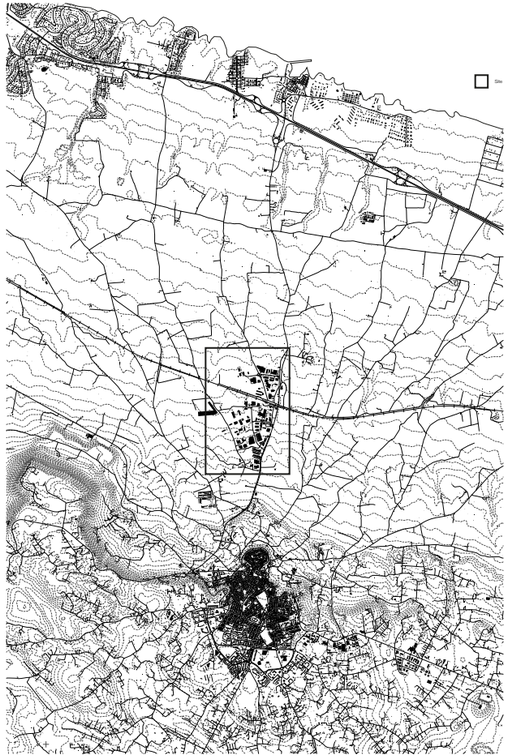
21. Sauna
22. Tepidarium (Warm Pool)
23. Outdoor Sun Loungers
24. Outdoor Pool (800mm)

25. Outdoor Pool (1200mm)
26. Outdoor Water Corridor
23. Outdoor Sun Terrace

CLOUD O

Åsa Rhodin
Emilie Näslund
Lisa Melin Wenström
Jack Phipps

The digital world is developing fast, but what happens to a community that doesn't quite keep up with the changes? Ostuni is a city where time stands still. For many generations Ostuni has relied on agriculture as one of their major industries. With many younger people moving to larger cities, the population of Ostuni is growing old since there is no real purpose in society for the young. What Ostuni needs is a way of connecting the old and the new generation, finding a way to move Ostuni into the modern world, and giving the young an opportunity to create their own identity.
Cloud O is a site responsive app that has digitalised services which revolutionises the way of living and interacting in a community. Cloud O provides you with live updates about the community – where to repair your car and current job offers and events. Cloud O allows you to reserve books at the Library, see available apartments for rent and stay in touch with neighbours. The Cloud O headquarters are based in Zone X, a neglected area with loads of potential for digital based industries. Zone X offers more space for cheaper rent due to the high number of abandoned or unused buildings. We want to introduce contemporary structures within the old ones with respect to history. Our aim is for the area to grow organically over time. With the help of advertising and outsourcing perhaps the young generation could connect with the history and heritage by redefining the contemporary.



LIBRARY X

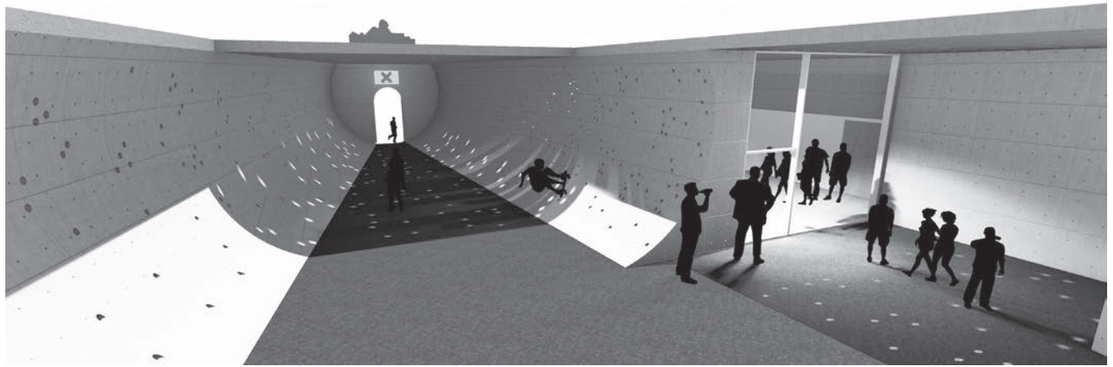
Library X is one of four programs in Zone X that introduces an alternative way of living. With the library storing only digital information, it means that its purpose and use changes. The plan is flexible, mainly containing a large, open room that can be changed according to what goes on there. Whether it is used for individual studies, for meeting a tutor or for hanging out with friends, Library X is a new kind of meeting point.

Library X is dependant on the Data Warehouse, where all of the digital material is produced. Searching for categories and digital books is available through the Cloud O app, as well as reserving a study room or a private space for watching a documentary. Library X is located close to the train station and is easy to spot. Together with the tower of Studio X it's the gateway to the community.

CLUB X

Out of the four main programs Club X is the physically activating one and the one that allows hang out possibilities through both day and night. The program is divided in two, one part for the older ones who have the age to attend to night-clubbing and one for the younger ones with a café and more suitable activities. In day time everything can be used for lectures, seminaries and/or other types of events. The outside of the building and the area around it connects together through a skate park with an outdoor stage and seating for both day and evening activities.

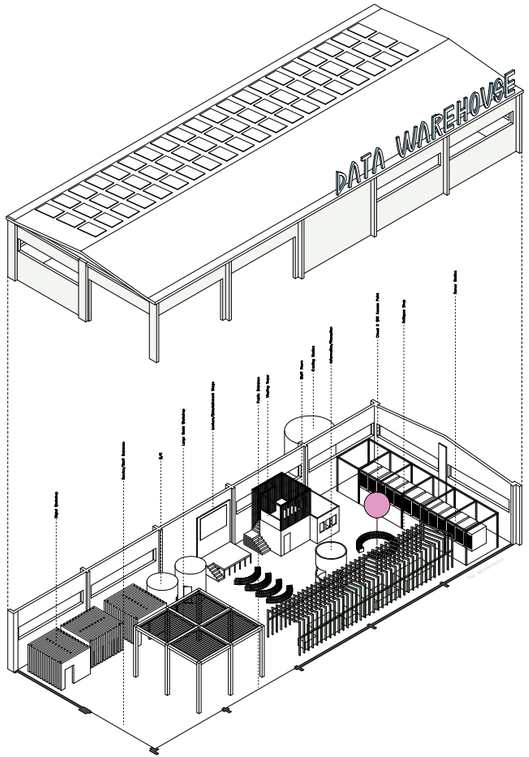
Club X is the last stop along the main strip, not too far from the train station but far enough to not disturb the other programs with loudness. Through the Cloud O app you can keep track of all events that interests you, get notifications, sign up for guest lists, pay for refreshments, get in touch with people attending or managing the club and so on.



DATA WAREHOUSE X

The Data Warehouse acts as a connection where physical information can be digitalised and uploaded for the community in the cloud. Here Books, historical refferences, artifacts and information can be consumed and put into the public sphere as a means of conservation and preserving of the local contextual ethos.

Acting as the nerve centre for the digital infrastructure in Ostuni, the warehouse aims to put a roof over and house the internet in a physical presence where the public can interact with it.



STUDIO X

STUDIO X is a creative collective working/living space. The building consists of a private part and a public part. The private part contains small apartments divided between the two towers connected by a lift. The Western tower has a sleeping unit with felt covered walls as acoustic barrier and a huge bed. The Eastern tower contains small studio spaces.

The public part of the building is housing Zone X's own gallery space - GALLERY X - where artists and designers from the community as well as residents from STUDIO X are exhibited.

www.kth.se